# San Diego Police Canine Unit

Decoy Agitation Class

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## Differences between K9 sports

#### **KNPV**

- Started in Holland
- Decoy wears full bite suit
- KNPV dog will target bicep, leg, and tricep primarily



#### Schutzhund

- Started in Germany
- Decoy wears only a bite sleeve and scratch pants
- Schutzhund dog will only target bite sleeve





### How important is the decoy?

- A good decoy can make a poor dog better, a mediocre dog good, and a good dog excellent
- The decoy is the one truly training the PSD
- Every training session is loaded with behavioral feedback from the dog - the decoy is the one in control of the feedback

# Decoy Safety

- Take off jewelry and watches
- Remove sunglasses PSD must see the decoys eyes
- Always watch the PSD....
   even as K9 team is leaving
   training area, you are the line
   of defense for officers not
   wearing protective
   equipment!
- Decoy should never laugh while agitating PSD
- State "Real Bite" if actually being bit handler will remove PSD immediately



#### Integrating Decoy Work & Training

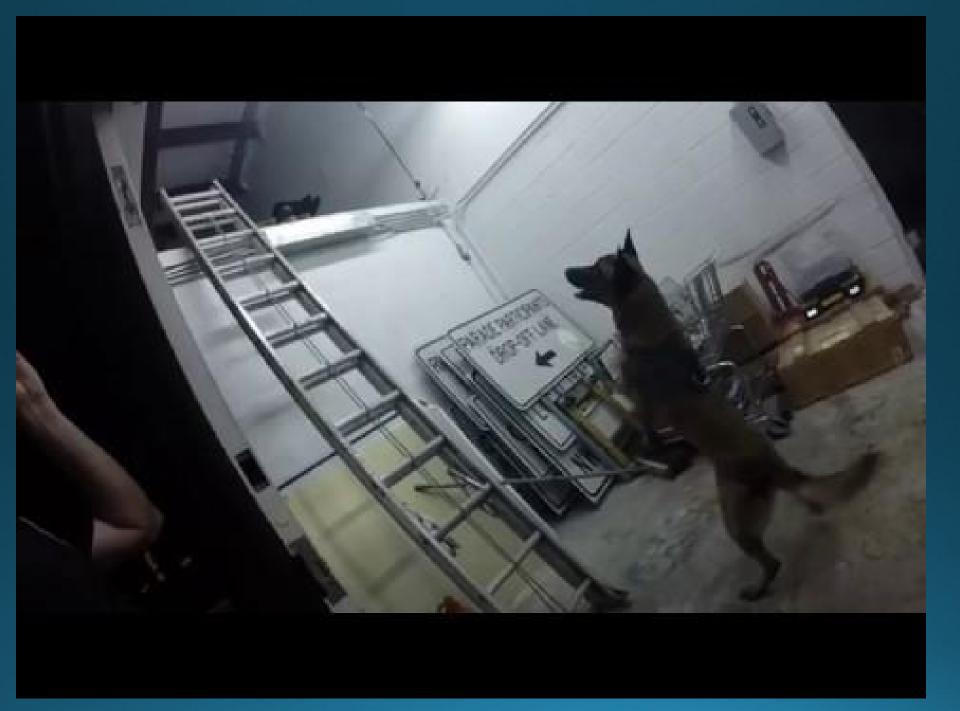


- Decoy is the mechanism by which the PSD's behaviors are conditioned
- Therefore, decoys need to be schooled in learning theory and training techniques
- Technique! Practice makes perfect
- A poor decoy can have devastating effects, ruining a good dog

# Quality Decoy Work

- Assist the Development of K9
- Bring AppropriateChallenge
- Teach & Maintain Good Patrol Skills
- •Realism
- Teach the dog to Fight





# Basic Equipment

- Sleeves
- Suits
- Hidden Sleeves
- Muzzle
- Lines (6 Foot, 15 Foot, 30 Foot)
- Collars (Flat 2", Choke, Prong, E-Collar)
- Harness



# Equipment: Sleeves









# Equipment: Sticks

- Not beating the PSD
- Proper stick use will create anticipation within the PSD allowing handler and trainer to properly evaluate and train the PSD







# Equipment: Lines & Collars









# Equipment: Muzzle and Harness





#### Bite Suits

- Get up as fast as you can!
- Keep part being bit moving
- If PSD is biting shin, hands should be behind your back.
- If PSD is biting back of the leg, hands should be in front.
- When wearing the suit you should be able to get up without assistance.



# Decoy importance

 Decoy gives grips, which are the rewards for the behaviors of apprehending and searching for the decoy.

 Decoy controls the timing, intensity and interval of reinforcement.



### Controlled Aggression Fundamentals

- Prey & Biting Behavior (Full, Firm, Hard) Grips, Strong Pursuit, and Entry.
- Defense & Civil Aggression –
   Aggressive on command when no
   equipment is present and the
   nerve to stand and fight.
- Ability to Channel drives from prey to defense and vice versa, multiple times.
- Targeting Equipment Properly
  - Sleeve (Center)
  - Suit (Multiple Target Areas) but not "Everywhere".



# Proper Bite Sleeve Decoying

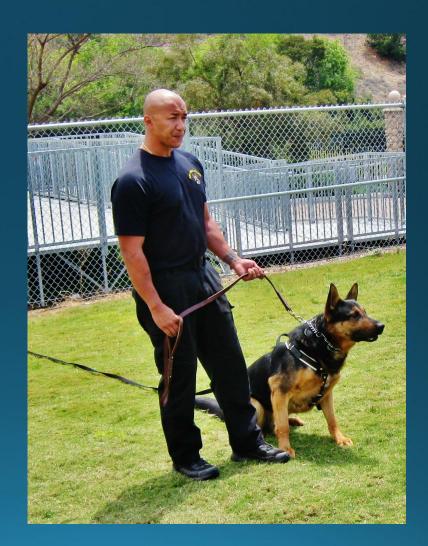
- Numerous types of bite sleeves with various bite bars and materials
- Decoy should always try to "Catch" PSD on the center of the sleeve
- If PSD is "Mouthy" turn sleeve as vertical as possible with wrist higher than the elbow
- When providing civil agitation always tuck sleeve behind your back
- Never "Slip" the sleeve when PSD is not stable on the bite
- Sleeve should stay tight to decoys body in order to prevent "Thrashing"





# Controlled Aggression Skills

- Man Orientation Techniques
- Directed Searches (Area & Building)
- Redirects
- Call-Offs (Field and buildings)
- Man work allows K9 handler to use PSD's to highest capacity (Directed searches, long downs, etc)
- Stop agitating if handler is verbal outing PSD or for any other safety reasons



#### Decoy's Responsibilities

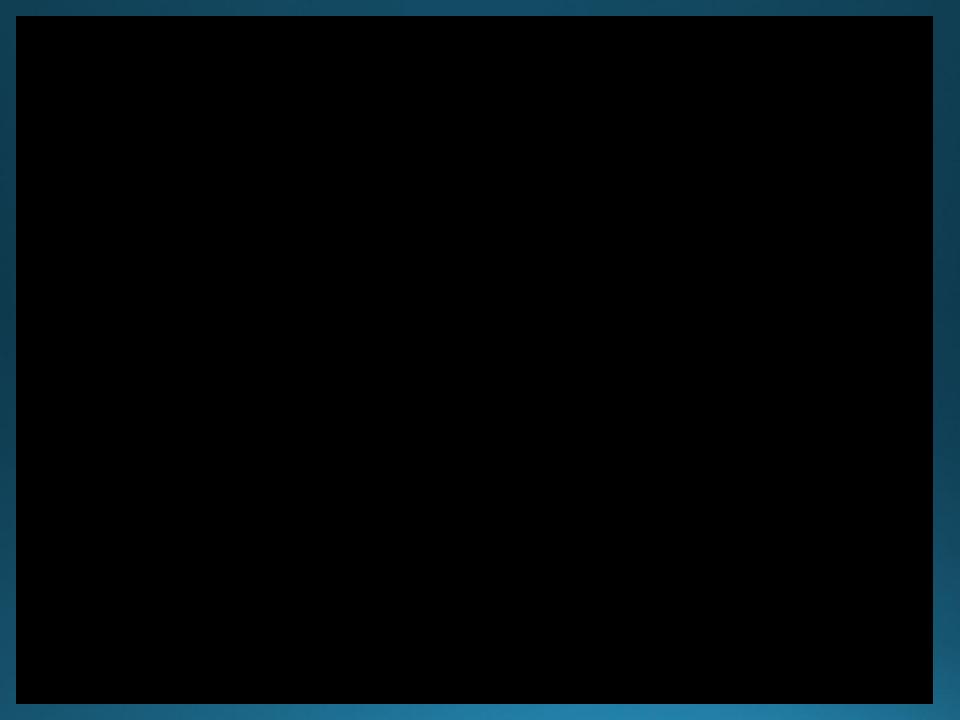
- Know how to catch safely
- Know how to build prey, defense, and channeling of the drives.
- Know how to develop grips (Resets, Frontal, when to give in)
- Understand conditioning principles (e.g. conditioning theory) Helps to know the sport
- Know how to train targeting.
- Know how to teach skills Out, Redirects, Searching, or Call-Off.
- If you get in the suit and don't know how to do these things you are not a decoy, just a guy in a bite suit, and anyone can do that... usually poorly.



# Drive Theory of Aggression

- Prey Drive (trigger is movement)
- Defense Drive (threat is trigger)
- "Fight Drive" (learned enjoyment of combat and is a trained response).
- Play drive
- Drives are inherent, genetically hard wired, behavioral responses to certain stimuli (triggers).
- Drive thresholds vary from dog to dog depending on the dog's nerves
- It is possible to have a strong dog with weak nerves (Environmental)





# Prey Aggression Goals

- Alert (Dog starts Action).
  - Dog Begins Action/Decoy rewards alert
  - Barking Brings Movement.
  - Prey Passes build Frustration
- Delivery/Entry/Strike (Into Circle)
- Weaker dogs learn from experienced dogs by watching (Mushy cookie, back tie)
- Grip (Firm, Full & Hard)
  - Full Use Countering Techniques
  - Firm Use back pressure to keep grip steady
- Reward & Reposition (Slip)
- Disengage & Restart (Prey Guarding)



#### Pre-Avoidance & Displacement

- During Civil Work (civil confrontation pressure)
- During Bite work (on the grip under pressure)
- Decoy MUST read the pre-avoidance signs.
- •What are they?
- To lower pressure on the PSD you may have to drop the stick, lay on the ground, stop making contact/touching the PSD, or turn on the lights
- PSD always wins



# Targeting





# Why Target Training?

- Robinette V. Barnes says dogs are not "Deadly force"
- Training records consistent with this idea reflect that K9s are not allowed to target face, neck and groin areas. However, they ARE taught to target forearms, bicep, tricep, calf, and shins.
- Decoy Safety demands it.
- •Lessens chance dog will not engage 1<sup>st</sup> street bite.
- Lessens chance the dog can be run off a grip.
- Clear conditioning results in powerful grips, engagements, and fights.

#### Muzzle Work

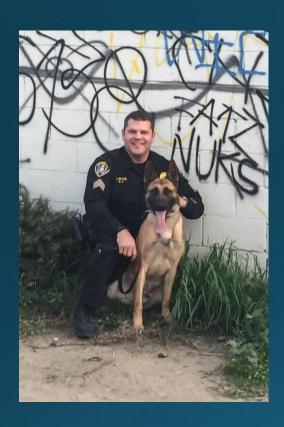
- Conditioning new PSD to Muzzles (Muzzle Neutral)
- Passive Bites
- On Leash or On Long Line Positive control for safety and to build frustration/aggression
- Dog must bring the energy to fight and stay engaged
- Decoy must be highly skilled in reading the dog, know when to flee or fight
- Key is opposition reflex
- Keep arms tucked into body so PSD conducts body muzzle hits (PSD should not target hands)
- Decoy will either give up ground by running away or stay on the ground showing defeat depending on what handler calls for (eg. Runaway no catch, runaway with catch, or have PSD stand over defeated decoy, etc)

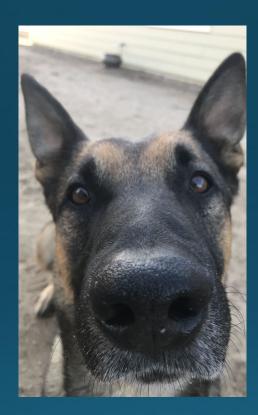


# High Finds / Low Finds

- Decoy will hide wearing no equipment
- Once PSD alerts to decoy by barking, decoy will deploy tug
- Decoy will provide tug to PSD on the bark
- Trainer will tell decoy how many barks is preferred for given scenario
- After handler removes tug, decoy will "Recover" tug and place it next to them out of view from the PSD
- Decoy will then provide a "Civil" for the PSD
- If decoy is conducting a low find foot must be against the door for the decoys safety opening door just enough to deliver tug
- Tug is extension of the bite suit and decoy will still act is if being bitten

### Questions?....









- KNPV: (Koninklijke Nederlandse Politiehond Vereniging / Royal Dutch police dog association)
- Started in Holland in 1900's
- Sport created to provide a certification program by Dutch government for civilians to train and provide police dogs to Dutch police
- Most popular titles are known as Policehond 1 (PH1) and Policehond 2 (PH2) there are five different titles in KNPV

- PH1- 440 max points with PH2 being 455
- Both titles include a 25 point "Final Exercise"
- Titles are good for two years
- KNPV known for hard hits, water work, and bicycle exercises
- Very thin bite suit used in KNPV used in conjunction with leather gauntlets

- Schutzhund: (German for "Protection dog")
- Started by Amax Avon
  Stephanitz in the 1900s
- Now known as IPO (Internationale Profungs-Ordnung
- Initially used as a tool for breeders to measure dog abilities, specifically German Shepherds
- Decoys wear bite sleeve only with scratch pants no suit is ever worn with Schutzhund
- Only two stick hits allowed in Schutzhund trial

- Schutzhund is known for blinds on the field and strict obedience
- Titles are known as IPO 1 / IPO
  2 / IPO3
- In addition to above titles there are numerous other titles that can be achieved
- In IPO each discipline is worth 100 points with a 300 point max (Obedience, tracking, protection)
- Aztec Schutzhund club (Ramona)
- North County Schutzhund club (Valley Center)

- USMRA: (United States Mondioring Ring Assocation / Mondio Ring)
- Mondio ring started in late 1980's
- Any previous discipline such as KNPV, French Ring, Belgian Ring and IPO can participate in a mondio ring trial
- During a trial no leash or collar is used to show complete control of the dog
- Trials are based on a theme to keep things different and new looking

- No two trials are alike (Dr Seuss, road construction, sports have all been themes
- First trial was completed in 2000
- Titles are known as MR1, MR2, and MR3 with different point minimums for each
- Trials are 45 minutes start to finish with no breaks like other dog sports
- MR1 200 point max, MR2 300, MR3 400
- Socal Mondioring located in Oceanside

- APA: (American Politiehond Association)
- Relatively new sport
- Parallels KNPV with same rules, trials, and judging
- Same exercises as KNPV with only one exception no water or bicycle work

- First certification will be in October 2017
- One club is located in San Francisco
- 3 judges and two helpers same as KNPV
- Max points for APA-1 title is 365

- French Ring
- Originated in France in the early 1900's
- A "Brevet" or strict obedience routine must be completed before trial to show dogs temperament and aptitude
- Dog can be hit multiple times within one minute in attempts to make dog flee from the bite
- French ring decoys are extremely agile with lighter suits

- French Ring known for being the masters of leg bites
- Titles in French ring are known as FR1, FR2, and FR3 unlike most dog sports dogs must compete twice at each level in front of different two different judges
- FR1 200 point max, FR2 300, FR3 400

- Belgian Ring: (Nationale Verbond der Belgische Kynologen / NVBK)
- Originated in Belgium in 1900's
- During trials more stress is put on dog by environment than decoy (pools, horns, sheets, etc)
- Muzzle work is also included during trial

- Decoys wear bulkier bite suits than French ring to for judges to properly evaluate the dogs bite
- Titles are known as NVBK1, NVBK2, and NVBK3